

How to operation wonderball

- Install both the 4 “AA” batteries and 9V battery in the battery holder located inside the Wonderball. Also install 2 x AA batteries in the hand console.
- Next, slide the switch on the top of the Wonderball to one of the 4 frequency settings. Positions in sequence are 1, 2, 3 and 4.
- Then turn the Wonderball to the “ON” position using the second switch also located on top of the Wonderball. The Wonderball is now ready to receive signals from the hand console.
- You now need to slide switch to the “ON” position in the hand console and a red LED should light up. Next, slide the switch in the hand console to one of the 4 frequency settings. Positions in sequence are 1, 2, 3 and 4. The hand console is now ready to transmit the signal. When the Wonderball receives a signal from the hand console a green LED will flash.
- Used the same settings frequency in Wonderball and hand console.
- For best effect you should hold the console in both hands and use your thumbs to operate both joysticks. Each joystick controls one half of the Wonderball.
- When you push both joysticks away simultaneously forward, the Wonderball moves forward. Conversely, when they are pulled towards you, Wonderball will reverse. When you push joysticks in opposite directions, Wonderball will turn either right or left depending on which directions you push them
- Please note that is primarily designed to work on non-carpeted areas for maximum effect. If you do use on carpet will experience a slow turning ability on both the right and left directions as this is due to friction between rubber tyres(tires) and the carpet.

Use this chart to diagnose problems:

Problem	Solution
The motor is not spinning.	Check that the wiring is correct. Check the polarity of the batteries. Insert new batteries.
The Wonderball is slow.	Replace Wonderball batteries.
The Wonderball does not react to Hand Console.	Replace all batteries. Check that batteries are correctly installed and that they are touching the metal contacts. Check the frequency settings in Wonderball and hand console.

Wonderball has two battery holders, with two batteries in each. 4 x AA batteries for driving the motors, with a single 9V battery for circuits. As the power consumption differs, the batteries used for the motors will run down faster than the ones used for the circuit. If the motor batteries become weak, its running speed turns slower. If the circuit battery (9V) becomes weak, Wonderball does not function. In either case, replace batteries.

NOTE:

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